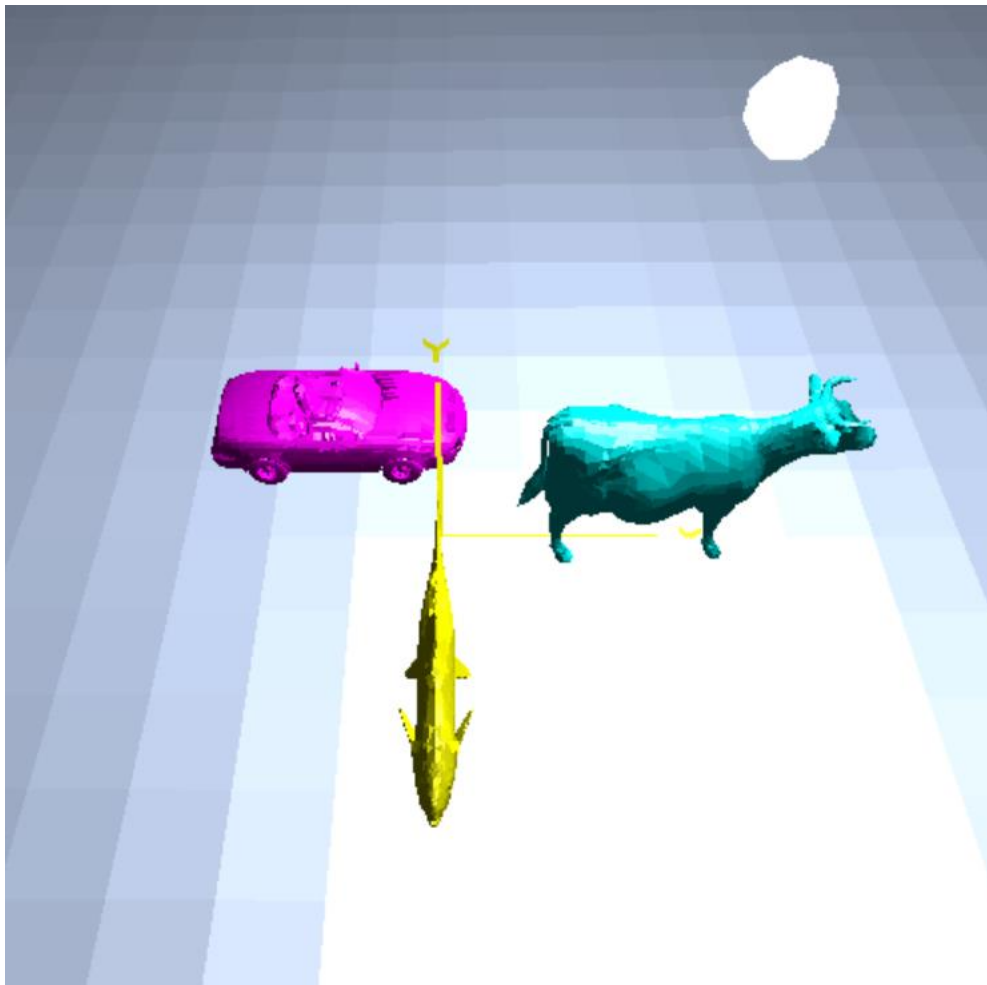CS550 Assignment Three

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　　　　In this assignment, cow, car, and salmon are the three obj files I used in this assignment. And I set three obj as different colors. Using the trigonometric functions to calculate the position of light, and let the light move in a circular path with a radius of 2.0f and the height of 3.0f. Using the OpenGL lighting function 'GL_LIGHT0' to set up the light source. Wrote the code in Keyboard function which can switch between a point light and a spotlight. When use spotlight, it points directly downwards with a cut-off angle of 45 degrees. A sphere using the "OsuSphere" function represents the light source, this sphere's position move same as the light source's position.

Link: CS550 Assignment Three - OSU MediaSpace (oregonstate.edu)